Questions for Eric (or some who know’s C):

Taken from: <http://www.binarytides.com/raw-udp-sockets-c-linux/>

1. Do we need to initialize our own struct, even though we have the header file included?

2. How do we change the udp header without needing access to the ip header ? In the link you suggested, it requires the ip header in order to change the udp header.

Also, in that same link at the bottom it says:

*“If you only need to construct the UDP header then use IPPROTO\_UDP as the protocol. Firewalls like firestarter can block such raw packets from transmitting, so disable them before testing the program.”*

Does this solve it?

3. In that example, the program creates data as follows:

data = datagram + sizeof(struct iphdr) + sizeof(struct udphdr);

    strcpy(data , "ABCDEFGHIJKLMNOPQRSTUVWXYZ");

but it only sends datagram :

        if (sendto (s, datagram, iph->tot\_len ,  0, (struct sockaddr \*) &sin, sizeof (sin)) < 0)

        {

But then it uses the length of

iph -> tot\_len = sizeof (struct iphdr) + sizeof (struct udphdr) + strlen(data);

Why?

4. For Step 2, the “three test files”: what size should they be?

5. What is “packet pair technique”?

Is it this? <https://www.usenix.org/legacy/publications/library/proceedings/usits01/full_papers/lai/lai_html/node2.html>